

Game Combat Results Table (below). The result of the attack will be found in the column headed "Three Units." Exactly *which* of the six possible outcomes to actually apply depends on the result of a die roll.

If the attacking player rolls a 4 for this particular Battle, he would find the corresponding row, read across the Table, and read "Defender Eliminated" under the "Three Units" column heading.

DIE ROLL	NUMBER OF ATTACKING UNITS		
	ONE UNIT	TWO UNITS	THREE UNITS
1	Defender Retreats 1 Hex	Defender Retreats 1 Hex	Defender Eliminated

[5.6] Explanation and Application of Combat Results

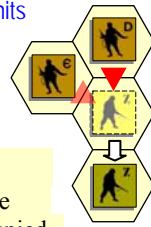
Note that the player who is making the attack is referred to as the "attacker" and the player whose unit is the object of the attack is referred to as the "defender."

The following paragraphs define the results indicated on the **Combat Results Table**:

Defender Eliminated: The defending unit is eliminated (removed from the map) and the attacker may Advance After Combat (see 5.7).

Defender Retreats 1 Hex: The defending player retreats his unit one hex away from the attacking unit(s); the attacker may Advance After Combat (see 5.7).

Here you see that two Soviet units have attacked the U.S. unit and obtained a "Defender Retreat" result against it, forcing it to retreat as shown.



Retreat Restrictions:

- Retreats may not be made into hexes presently occupied by either player's units.
- Retreats may not be made into Woods hexes or off the edge of the map.
- Retreats may not be made into a hex in an Enemy ZOC (i.e., a hex adjacent to any of the opposing player's units).

If the only retreat available to a unit is one of the types forbidden, the unit is **eliminated instead**.

Attacker Retreats: All of the attacking units in this Battle are moved back one hex by the attacker as per the above Retreat Restrictions.

Attacker Eliminated: The unit making that attack is eliminated (immediately removed from the map).

[5.7] Advance After Combat: When the defender's hex has been vacated (through Retreat or Elimination) due to Battle, the attacker may **Advance After Combat** any one of his units that took part in that particular Battle into the defender's vacated hex.

- Advance After Combat is completely voluntary.
- This Advance must be made **immediately**, before the attacker goes on to resolve any remaining Battles during that Step.
- This one-hex Advance is **not** considered normal movement for that unit, and it may be made regardless of the presence of Enemy Zones of Control (4.3) and regardless of the number of hexes it moved during his Movement Step that turn (4.1).
- Victorious defending units may never Advance After Combat; only victorious attacking units.**

[6.0] HOW TO WIN

At the end of four complete Game Turns, the Soviet Player wins if his units physically occupy at least two out of three of the Town hexes on the map. The U.S. Player wins if he prevented this from happening.

Note that the number of units eliminated by either side has no direct bearing upon which Player is declared the winner. No tie games are possible.

DIE ROLL	NUMBER OF ATTACKING UNITS IN THE BATTLE					
	ONE UNIT	TWO UNITS	THREE UNITS	FOUR UNITS	FIVE UNITS	SIX UNITS
1	Defender Retreats 1 Hex	Defender Retreats 1 Hex	Defender Eliminated	Defender Eliminated	Defender Eliminated	Defender Eliminated
2	Defender Retreats 1 Hex	Defender Retreats 1 Hex	Defender Retreats 1 Hex	Defender Eliminated	Defender Eliminated	Defender Eliminated
3	Attacker Retreats 1 Hex	Defender Retreats 1 Hex	Defender Retreats 1 Hex	Defender Retreats 1 Hex	Defender Eliminated	Defender Eliminated
4	Attacker Retreats 1 Hex	Attacker Retreats 1 Hex	Defender Retreats 1 Hex	Defender Retreats 1 Hex	Defender Retreats 1 Hex	Defender Eliminated
5	Attacker Retreats 1 Hex	Attacker Retreats 1 Hex	Defender Retreats 1 Hex	Defender Retreats 1 Hex	Defender Retreats 1 Hex	Defender Retreats 1 Hex
6	Attacker Eliminated	Attacker Retreats 1 Hex	Attacker Retreats 1 Hex	Defender Retreats 1 Hex	Defender Retreats 1 Hex	Defender Retreats 1 Hex

СТЯКЕ ФОРСЕ ОИЕ

Д Conflict Simulation Introductory Game

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[0.0] USING THESE RULES

New gaming terms, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major "Rules" sections as shown in large **green SMALL CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game's subject matter, its components, the procedures for play, the game's core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be "Cases" that further explain a rule's general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.12 is the second Subcase of the first Case of the fourth Rule.

Important information is in red text.

References to **examples of a Rule or Case** are in **blue text and this font**.

Text in **shaded boxes**, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

СТЯКЕ ФОРСЕ ОИЕ is played on a small map that represents an important section of West Germany at the height of the Cold War circa the mid 1970s.

The map is divided up into spaces (called "hexes") in order to position the playing pieces and to regulate their movement. These hexes perform the same function as squares on a checkerboard.

Each player represents a Lieutenant Colonel commanding a **battalion** of troops. The playing pieces (called "units") represent **companies** of U.S. or Soviet soldiers. A company is 62 to 190 soldiers, plus their equipment, organized into three to five platoons and commanded by a Captain. Four to six companies (i.e., each player's entire force in the game) make up a battalion of 300 to 1000 soldiers.

General Description of Play

One player controls the movement and combat of the U.S. units and the other player controls the movement and combat of the Soviet units. Each player moves and attacks with his units, in turn, in an attempt to capture (or prevent from being captured) the Town hexes on the map.

The players take turns, moving and attacking (initiating "Battles") with their units until each has had **four turns** of play. The game is then over and the winner is determined. Basically, the Soviet Player is attempting to capture at least two Towns and the U.S. Player is trying to prevent him from doing this.

How to Learn This Game

Read these rules first, then look over the sample game sheet. You should then be very prepared to play a game of **СТЯКЕ ФОРСЕ ОИЕ**.

It cannot be stressed too much that it is important for you to read **all** the Rules. Even though **СТЯКЕ ФОРСЕ ОИЕ** is an easy-to-play game that can be finished in fifteen minutes, you'll cause yourself a lot of needless trouble by not having a complete grasp of the Rules before you play.

You may find it helpful to set up the pieces on the map before you read any further, then as you read the Rules, try the various actions shown in the examples.

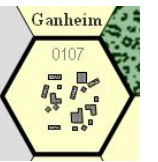
In addition to the other components used to play this game, you'll need to provide a single, six-sided die.



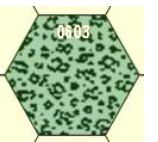
[2.0] EQUIPMENT USED

The Map: The map represents a typical piece of ground in West Germany. It is divided into 68 spaces (hexes) to regulate the movement and location of units.

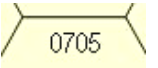
Three of the hexes on the map are dark-bordered **Town** hexes with the town's name located an adjacent hex. It is the mission of the Soviet Player to occupy these hexes with his units to win the game.



Five of the hexes on the map are **Woods** hexes. In the Standard Game, no units may enter, pass through, or occupy Woods hexes (i.e., it is "prohibited terrain"). The remaining hexes represent **Open** (or "Clear") terrain.



Note that the hexes on the map are numbered using a four-digit system where the first two digits indicate the hex *column* and the last two digits count down to the hex *row*. These **Hex ID Numbers** are used only if the players desire to record the course of a particular game. They have no effect on play.



Also included on the map is the **Game Turn Track** and **Sequence of Play**.

The Playing Pieces: In the Standard Game, the playing pieces (called "units") represent U.S. and Soviet infantry companies. All units are considered to be of equal strength and capability. The six Brown Companies are the Soviet units; the four Green Companies are the U.S. units.



Game Setup: When the game begins, the units are placed in the starting positions printed on the map. Note that the units are letter-coded for identification purposes.

The Player Aid Sheet: This sheet includes the **Combat Results Table**, which is used to find the result of a particular **Battle** conducted by either player. Its Advanced Game side also includes a **Terrain Effects Chart** for more realistic map use.

The Die: The die is used **only** when the Combat Results Table to determine the result of Battles. **The die has nothing to do with the movement of units.**

[3.0] SEQUENCE OF PLAY

Procedure

Set up each of the units on the appropriately coded hexes and begin the first turn. Each complete turn of **СТЯКЕ ФОРСЕ ОИЕ** proceeds strictly according to the following **Sequence of Play**:

Step 1: The **Soviet Player** moves any or all of his units, as he wishes, within the limitations of the rules of movement.

Step 2: The **Soviet Player** may now make **attacks** against any U.S. units that are in hexes directly adjacent to (next to) Soviet units. Results are applied as each Battle is completed.

Step 3: The **U.S. Player** may now **move** any or all of his units, as he wishes, within the limitations of the rules of movement.

Step 4: The **U.S. Player** may now make **attacks** against any Soviet units that are in hexes directly adjacent to U.S. units. Results are applied as each Battle is completed. After all US Battles are finished, advance the Game Turn marker.

The above four Steps make up a complete **Game Turn**, these steps are repeated in order until four complete Game Turns have been played. The game is then over and the winner is determined.

Extremely Important Note #1:

Testing has shown that, at first, most people have some difficulty clearly understanding two very important rules of this game. Pay special attention to these rules and you'll be sure to interpret them correctly. The first is:

Rule 3.0: The Sequence of Play

Each complete Game Turn must proceed exactly according to this step-by-step procedure. Doing something out of sequence violates the rules.

As an example of how the procedure works, let's suppose that you are the Soviet Player (Brown playing pieces) and I am the U.S. Player (Green playing pieces). Each turn we would follow this order of activities:

First, you would move some, none, or all of your playing pieces that you wished to move. While you are doing this, I do nothing. While you are doing this you are not allowed to attack any of my playing pieces.

After you have **finished moving** your pieces, you then have a chance to attack my pieces. You may only attack those of my pieces that are right next to (adjacent to) your pieces. While you are doing this, I do nothing except retreat my units as called for by the results of combat (see the Combat Results Table).

After you have finished conducting all the Battles that you wish to make, it becomes my portion of the turn. Now I move as many of my playing pieces as I wish (while you do nothing).

After I've finished all of these movements, I have a chance to attack those of your playing pieces that are right next to my playing pieces. You do nothing while I'm attacking except retreat any of your pieces that are forced to do so as a result of combat.

After all my attacks are over, we have played a complete Game Turn. We advance the Game Turn marker to the next box on that track and repeat this Sequence of Play again and do the next Game Turn.

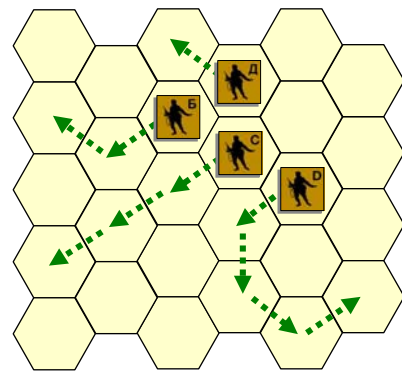
[4.0] UNIT MOVEMENT

General Rule

During his Movement Step, a player may move none, some or all of his units up to four hexes each. A player does not move any of the opposing player's units.

Procedure

The player moves his units one at a time in any order he wishes. They are moved from hex to adjacent hex in a continuous path of hexes. There is no skipping or jumping over hexes allowed. Units may be moved in any direction or combination of directions. The path of a unit's movement may be as straight or as crooked as the moving player desires.

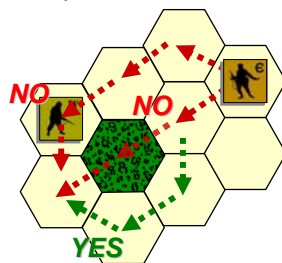


This diagram shows some of the possible paths of movement that units can take.

[4.1] Four 'Movement Points:' During his Movement Step, a player may move each of his units a maximum of **four hexes**. That is, each unit has four **Movement Points** to spend each turn. Each may be moved less than for hexes in a turn, but it does not 'save' unused Movement Points for use later, nor can they be transferred to other units.

[4.2] Prohibited Movement: The following moves are forbidden:

- A player's units can **never** enter or pass through a hex while it contains one of the opposing player's units.
- Units can never move off the map.
- In the Standard Game, units can never enter or pass through any Woods hexes on the map.
- In the Standard Game, a player may move one or more of his units **through** a hex containing one of his own units, but he can never **end** the movement part of the turn with more than one of his units in any hex.



The top two movement paths shown in the diagram below are not allowed (and have been marked "NO"). The bottom movement path *is* allowed (marked "YES") because it does not enter or pass through either the Woods hex or the hex occupied by the opposing unit.

[4.3] Enemy 'Zones of Control:' A unit's **Zone of Control** (abbreviated 'ZOC') is constituted by the six hexes immediately surrounding it as shown in this illustration.



- All units exert a ZOC at all times.

- The presence of Zones of Control is never affected by other units, enemy or friendly.

[4.31] Entering an Enemy ZOC: Units must cease their movement for that turn when entering an enemy Zone of Control. That is, whenever a unit enters a hex that is directly adjacent to any of the opposing player's units, the moving

unit must immediately **stop** in that hex and move no further that turn.

Extremely Important Note #2:

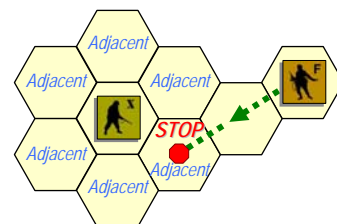
The second rule that people have difficulty with is:

Rule 4.31, Stopping In Hexes Adjacent to Opposing Units

This rule states that whenever a player is moving one of his pieces and he moves it into one of the spaces adjacent to (right next to) one of the other player's pieces, the moving piece must stop immediately and not be moved any further that turn.

Put a Brown piece and a Green piece on the map with one empty space between them. Move the Brown piece next to the Green piece. That's as far as it can go that turn.

Assume it's the next turn and the Brown piece is still next to the Green piece. Move the Brown piece so that once again there is an empty space between the two pieces. The Brown piece could now move another three spaces except if one of those spaces was adjacent to the Green piece, in which case it would have to stop again.



The Soviet (brown) unit on the right must stop as it moves adjacent to (next to) the U.S. (green; i.e., the opposing player's) unit on the left because it has entered an **Enemy Zone of Control**.

[4.32] Leaving an Enemy ZOC: If a player's unit begins his movement part of the turn in a hex in an Enemy Zone of Control, the unit **may leave** that hex and move normally, however:

[4.33] No 'Infiltration' Movement:

During his movement part of the turn, a player may **never move one of his units directly from one hex to another if both those hexes are in Enemy ZOCs** (i.e., adjacent to one or more of the opposing player's units). A moving unit may begin and end its move adjacent to enemy units if one (or two) of the hexes it enters during the middle of its move are **not** adjacent to the opposing player's unit(s).

Here you see a Soviet unit that begins its turn in an **Enemy Zone of Control** (i.e., next to an opposing unit). Note how the Soviet unit is limited as to where and how it can move because it began its turn in an Enemy ZOC. The two paths marked "NO" are violations of the rules; the path marked "YES" is one of the possible legal moves the unit may make. Note that this path also ends adjacent to an opposing unit. This is a legal move, however, because the first hex the unit entered was *not* adjacent to an opposing unit.



Sometimes a particular unit will be unable to move because of this rule.

In this illustration, the Soviet unit in the middle cannot be moved at all because any hex it would enter as its first hex of movement would be either a hex adjacent to, or occupied by, an enemy (U.S.) unit.



[5.0] COMBAT

General Rule

During his Combat Step, a player may use his units to conduct '**Battles**' by attacking any of the opposing player's units that are in hexes adjacent to his units, rolling a die, and consulting the **Combat Results Table** located at the end of this Rules Booklet.



No combat can occur. Combat can occur.

Note that in the situation illustrated above on the left, a Battle cannot take place because the two opposing units are not adjacent to (next to) each other. In the example next to it on the right, the Soviet unit is attacking the U.S. unit. It can conduct a Battle because it *is* adjacent to the unit it is attacking.

Only the player whose combat part of the turn it is may initiate **Battles**.

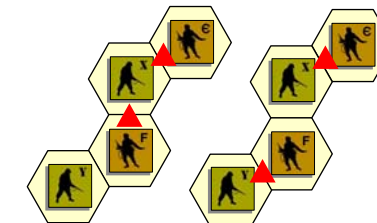
Battles are made in any order the attacking player wishes, as long as the results of one Battle are applied before going on to the next Battle.

How Units Attack

[5.1] Attacking is Voluntary: Units are never forced to attack simply because they are adjacent to one or more of the opposing player's units. Attacking is completely voluntary. Defending against an attack, however, is **not** voluntary. The defending

unit has no choice as to whether or not it will 'accept' the attack.

[5.2] Attacking with More Than One Unit in a Single Battle: More than one attacking unit may take part in a single Battle. Because all the units must be adjacent to the unit that they are attacking, no more than six units could take part in an attack against a single opposing unit.



In the above example on the left-hand side, the two Soviet units attack the upper U.S. unit ("X") while the lower U.S. unit ("Y") is ignored. In the right-hand version of the same situation, each Soviet unit initiates a Battle against one of the U.S. units.

In such situations where there is more than one possible way to set up a Battle (or Battles), the player whose turn it is decides which opposing units he will engage in Battle and which (if any) he will ignore.

[5.3] Limitations: No more than **one** of the opposing player's units may be the object of a particular attack. No unit may be attacked more than once per turn. No unit may take part in more than one Battle per player's turn.

Because of the number of units in the game, it is impossible to initiate more than four Battles per turn for either player.

[5.4] Conducting a Battle: A '**Battle**' (or 'attack') is **defined** as one or more '**attacking**' units targeting a single adjacent '**defending**' unit, rolling a die, and consulting the **Combat Results Table** to determine the outcome.

[5.5] Using the Combat Results Table: The result of each Battle is determined by rolling a die and cross-indexing the results with the appropriate column of the Combat Results Table.

The number of attacking units in that Battle determines which column of the Combat Results Table is used, and the die roll result determines which row of that column is read to find the **Combat Result**. The die is thrown only once for each Battle, regardless of how many attacking units are involved in it.

Assume that three Soviet units are attacking one adjacent U.S. unit. Refer to the Standard

